



EUCHRE NIGHT · FOR THE HOST

Euchre Night Checklist

Date _____ Time _____ Host _____

Address _____ Players _____ Tables _____

Before the night 1-2 WEEKS OUT

- ☐ Set the date and send the invites
- ☐ Get a headcount: tables of 4 (8, 12, 16 or more)
- ☐ Not a multiple of 4? 1 to 3 players sit out each round, taking turns
- ☐ Line up a sub or two for last-minute gaps
- ☐ Agree on house rules (hands per round, what a loner is worth, stick the dealer)
- ☐ Decide the prizes, if your group plays for them

Supplies

- ☐ A euchre deck for every table: 9s through aces, 24 cards, plus a spare
- ☐ A score card and a pen for every player
- ☐ Table numbers, with Table 1 as the head table
- ☐ A bell for the head table, if your group uses one
- ☐ Card tables with 4 chairs each
- ☐ The prizes, wrapped or in envelopes

Food and drinks

- ☐ Snacks for the tables
- ☐ Something sweet for the break
- ☐ Drinks, and water for everyone
- ☐ Plates, cups and napkins

After the last round

- ☐ Add up everyone's points, rounds won and loners
- ☐ Hand out the prizes: most points, most loners, most rounds won
- ☐ Pick the next host and date

Set up BEFORE PLAYERS ARRIVE

- ☐ Number the tables
- ☐ A shuffled deck and pens on every table
- ☐ Hand out score cards as players arrive
- ☐ Draw for first seats. Partners sit across from each other.

The quick rules

- Tables of 4:** two pairs, with partners across from each other.
- A round is 8 hands**, so everyone deals twice.
- Each hand:** made it, 3 or 4 tricks, +1. March, all 5, +2. Loner, all 5 alone, +4. Euchred them, +2 to the other pair.
- The pair with more points wins the table.** Tied? The pair that got there first. Each player writes their pair's points on their card.
- Winners move up** a table and losers stay. At the head table, winners stay and losers go to the bottom table. New partners every round.

NOTES